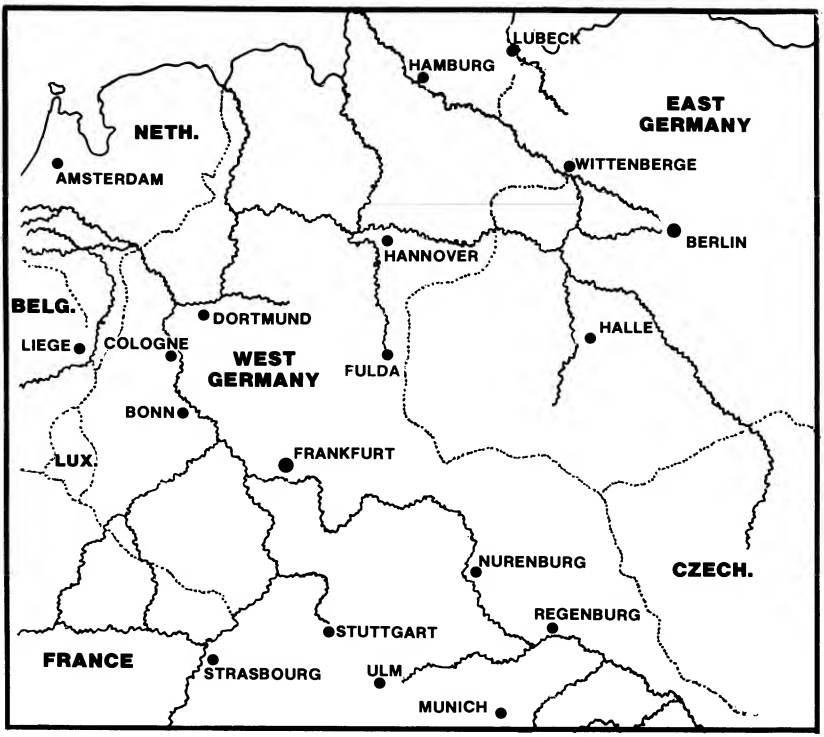

Commands are entered via the joystick or by depressing the key indicated in parenthesis ( ). It is not necessary to depress RETURN.

CURSOR CONTROL: The flashing cursor is used to designate which unit you wish to communicate with. The joystick may be used to move the cursor. The cursor may also be moved up/down/left/right using the standard keys. If the CTRL key is not depressed the cursor will move in single steps. If CTRL is depressed the cursor will take larger steps. The map will scroll when the cursor reaches the edge of the screen.

UNIT STATUS: (Trigger or Space) This command displays the status of the unit under the cursor. Included are Unit ID, Strength, Supply Level, Defense Mode, Morale, and other status information.

MOVE: (M) Commands the unit to move to a new location. After entering the MOVE command, move the cursor to the new location. Then use the HERE command.

ATTACK: (A) Commands the unit to attack an enemy unit. Ground units may only attack adjacent units. Helicopter units may attack anywhere on the map. Designate the unit to be attacked using the HERE command.

HERE: (H) Used to designate the destination of a MOVE or ATTACK command. If an attack is being ordered you will be asked to select an accelerated attack, normal attack, or chemical attack using the yellow function keys.

CANCEL: (X) Cancel any outstanding movement or attack orders for the designated unit.

ORDERS: (O) Used to give special orders to Air or Nuclear units. Air units may be ordered to begin Air Superiority, Ground Support, or Reconnaisance missions. Nuclear units may be commanded to authorize, launch, or cancel nuclear strikes.

TERRAIN: (T) This command removes the units from the display, allowing you to see the terrain under those units. Enter T again to restore the display.

FREEZE: (F) Stops the game action while allowing commands to be entered. Enter F again to resume the action.

GENERAL STATUS: (G) Displays the current situation including casualties, WP penetration level, Political Points, Combat Points, and total Victory Points.

AIR STATUS: (Q) Displays the basic air war status information.

WHO?: (W) Positions the cursor over the source of the previous radio message unless the message was from a surrendering unit.

SAVE: (S) Saves the current game situation in a disk file. Enter a file name from 1 to 8 characters. The .SCN suffix is added automatically.

LOAD: (L) Loads a previously saved situation from the disk. Enter the file name as in SAVE. Once the file is loaded, use the "T" command to continue the game.

EXPERIENCE the MicroProse Challenge for ATARI and Commodore 64 Computers !!!

Lead Blue Flight of 2, armed with bombs, cannon or air-to-air missiles, in dogfighting loops, bombing, and strafing to defend your territory and destroy Red Flight territory. Split Screen, scrolling action with options for solo, head-to-head, or cooperative flying for 1-4 simultaneous players . . . ATARI, Commodore 64, Disk or Cassette . . . $34.95.

Fly combat in a three-dimensional aerial dogfight over the Pacific during WWII . . . Requires real fighter pilot skills and maneuvers to survive to become an Ace or a W.G.F.P.! . . . Try "SPITFIRE ACE" for aerial combat over Europe . . . 1-4 player combat . . . ATARI, Commodore 64; Disk or Cassette . . . $29.95.

Version II — Race human or computer controlled Floyds through the dangerous jungle avoiding the elephants, alligators, pygmies with poison darts and other jungle perils to be the first to rescue the lovely Janice! . . . A zany footrace for 1-4 simultaneous players . . . ATARI, Commodore 64; Disk or Cassette . . . $29.95.

Scrolling, real time strategic wargame simulation requiring the NATO COMMANDER to defend Europe from East Bloc invasion. Battle plays in accelerated real time and demands realistic decisions and command actions to repel the enemy in five different battle situations . . . ATARI, Commodore 64; Disk or Cassette . . . $34.95

Other Great Flying Challenges from MicroProse:

MIG ALLEY ACE—Exciting flying combat game simulation using 3-D, out-the-cockpit views, split screen, and player versus player options to provide realistic aerial combat challenge over Korea in an F-86 Sabre Jet! Requires real fighter pilot skill and cunning!!!

SOLO FLIGHT—Outstanding flight simulator using 3-D terrain graphics to provide actual takeoffs, landings, and x-country navigation between eight multiple runway airports. Practice real pilot flying skills and survive to get the air mail through!!!

MicroProse Software 10616 Beaver Dam Road, Hunt Valley, MD 21030
(301) 667-1151

ATARI is the registered trademark of ATARI, Inc.
Commodore 64 is the registered trademark of Commodore Business Machines, Inc.